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BSIT-2B
OE#5 _ OOP
-**recorded-**

Game Title: Minecraft

Object 1: Steve / Alex
* Attributes : (5)
- name
-health bar
-hunger bar
-oxygen bar
-armor bar
* Method: (12)

-destroy block	- craft
-eat	- sleep
-attack mobs	- redstone contraption
-take effect from potions	- drink
-breed mobs	- make a farm
-make commands	- has a list craft recipe

Object 2: Wood/Wood planks
* Attributes : (5)

- nature block	- craftable
-resources	- first basic object
-name	

* Method: (3)
-stick
-functional doors
-useable tools & weapon

Object 3: Pickaxe
* Attributes : (2)
-name
- craft by woods, stone, and ores
* Method: (3)
- can mine stone
-ore blocks
-can attack mobs

Object 4: Stone
* Attributes : (3)
- name
- can be mine in cave
-craftable
* Method: (3)
- make tools
-make furniture
- can be craft by any objects / items

Object 5: Axe
* Attributes : (4)
- name
- tools
- weapon
-craftable
* Method: (2)
-can mine woods
- can attack a mob

Object 6: Sword
* Attributes : (3)
- name
- weapon
-craftable
* Method: (2)
-can attack mobs   - can mine leaves or any block

Object 7: Shovel
* Attributes : (3)
- name   - craftable
- tools
* Method: (2)
- can destroy nature blocks - terraform a dirt block

Object 8: Cow
* Attributes : (3)
- name   - passive/friendly mob - can be food source

* Method: (3)

- can be cooked - make book

- can craft an armor

Object 9: Sheep

* Attributes : (3)

- name   - food/wool source

- passive mobs

* Method: (4)

-can craft a bed   -painting

- banner   -can dye of any color

Object 10: Furnace

* Attributes : (3)

- name   - craftable

-furniture

* Method: (1)

- can smelt blocks, items

Object 11: Iron Ore

* Attributes : (2)

- name - craftable

* Method: (2)

-make shields - make bucket

Object 12: Armor

* Attributes : (2)

- name - craftable

* Method: (1)

-can take hits/dmg from mobs

Object 13:Nether Portal

* Attributes : (3)

- name   - dimension

- craftable

* Method: (4)

- new access to a new dimension - new resources

- new mobs - ignited by a flint & steel